

## **Columbus Parks and Recreation**

### **8U Fastpitch**

#### **GENERAL**

Games will be played in accordance with the basic rules of softball as specifically amended by these rules. Basic rules of softball will be taken as those stated for youth play by USSSA.

#### **LEAGUE**

The league consists of girls 8 years and under in age, cutoff date is January 1<sup>st</sup>.

#### **LENGTH AND FORMAT OF THE GAME**

1. Time limitations – No new inning will start after 1 hour and 10 minutes and both teams will have equal turns at bat.
2. Length of Innings – the league will play with 3 outs. 4 runs limit per inning per team.
3. Number of players – A maximum of 10 players may play on the field at any time. Positions are first base, second base, shortstop, third base, catcher, pitcher and 4 outfielders. Each team must be able to field at least 6 players. The catcher position will always be filled.
4. Line Ups – Player's names shall be listed in batting order and given to the opposing coach before each game. If a player arrives late, she will be placed at the end of the batting order. All players will remain in the stated batting order regardless of field substitutions. No one player should be allowed to dominate any position or sit the bench two innings in a row. All players should be given the opportunity play all positions throughout each game and year, unless this poses safety concerns for particular players
5. Substitutions – there are unlimited substitutions and there must be an equal distribution of playing time.
6. Coaches – Three Coaches are allowed on the field for the defensive team. Three Coaches for the offensive team, one pitcher, two base coaches. Coaches are to remain positive at all times.
7. Umpiring – Coaches will umpire the games.
8. Scoring – Each team will keep score, the official score is kept by the home team.

#### **UNIFORMS**

1. Uniform – Uniforms are required to be worn during the game consisting of a shirt with number, shorts or ball pants.
2. Cleats- Metal cleats are prohibited.
3. Protective Helmets – All batters and base runners must wear protective helmets with face guards.

#### **EQUIPMENT**

1. SOFTBALLS – An 11'' softball will be used for practice and games.
2. Bats – All bats must be marked "Official Softball" by the manufacturer, a tee ball bat may be substituted.
3. Bases – 1<sup>st</sup> base shall be a double base to avoid collision.

#### **LAYOUT OF THE DIAMOND**

1. Bases – the distance between all bases shall be 60 feet.
2. Pitching Rubber – the distance measured from the front edge of the pitcher's plate to apex of home plate shall be 35 feet (coach may adjust as necessary).
3. Playing Field – the distance shall be 200 feet.

#### **BATTING**

1. Each batter will receive a maximum of 6 pitches from the coach.
2. Base on balls – No base on balls.
3. Strike Outs – No strike outs.
4. Bunting – No bunting.
5. Hit by a Pitch – No base shall be awarded if the player is hit by a pitch.

## BASE RUNNING

1. Infield Hit – The batter may run one base on an infield hit.
2. Outfield Hit – The batter may run as many as they can obtain provided no overthrow was made.
3. Base Runners – Base runners may advance as many as they can obtain provided no overthrow was made.
4. Stealing – No stealing is permitted.
5. Leading – Lead off may occur after the ball has left the hand of the pitcher. The catcher cannot make a pick-off throw to any base.
6. Sliding – Is permitted.
7. Tagging Up – Is permitted.
8. Runner Hit by a Ball- If the base runner is hit by a fair batted ball before it is touched by a defensive player, the base runner is out and the batter is awarded first base. All other base runners return to the previous base occupied, unless they are forced to advance because the batter is awarded first base.
9. Running into a Defensive Player – A base runner may not run into a defensive player or attempt to knock a defensive player out of the play. A base runner may slide into a base guarded by a player.
10. Dropped Third Strike – Not applicable.

## FIELDING

1. Infield Fly Rule – Infield fly rule will not apply.
2. Overthrow – Base runners may advance one base on one overthrow per batted ball. (A batter hits the ball into play, a fielder fields the ball and overthrows the runner can go to second) Any subsequent overthrows no runner advancement is allowed. If the ball is live and remains in the field of play a base runner is at risk of being put out, a dropped ball is to be considered an overthrow.  
Note: An overthrow will not be considered if the throw is coming from the outfield or going to a cutoff. The over throw will only be considered on actual attempted throw to a base.
3. Interference – No fielder is to interfere with the path of the base runner, unless in the act of fielding the ball and they are the first defender. If interference occurs the runner will be awarded the next base.
4. Rundowns and tag outs – No player after fielding a batted or thrown ball is allowed to run down in order to tag out a base runner/batter runner. This rule does not apply when a runner is caught in a PICKLE. All fielders should attempt to make the throw to the appropriate base.
5. Positions – Each player is to field their own position as normal play would require, unless pulled from their position to back up another position. Explain: The catcher should field all plays at home plate unless the catcher moved to back up another base (position) and home is left unattended.
6. No one fielder should be closer than 40 feet to home plate prior to the ball being hit, except the pitcher.

Home team is listed first on the schedule and occupies the dugout along the first base side. Home team is responsible to keep official scorebook. **ALL GAMES PLAYED AT LINCOLN PARK.** All games will be played as scheduled unless postponed due to inclement weather. To check your game status please call 376-2682 after 4:00 p.m.